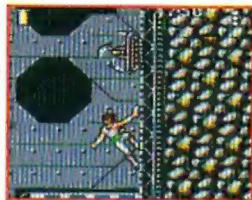


U.S. GOLD

PRESENTS

JOURNEY FROM DARKNESS STRIDER RETURNS



The arcade hero is back facing another deadly challenge. He's packin' even more firepower than before.

Available for Sega™ Genesis™ and Game Gear™

JAMES POND II CODENAME: ROBODOD

Strap on your Robosuit, Pond because Dr. Maybe is up to no good again.

Available for Sega™ Game Gear™



SEGA

EmuMovies for System.



GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

Printed in Japan

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U.S. GOLD

PRESENTS

STAR WARS



SEGA

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM



Epilepsy Warning

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

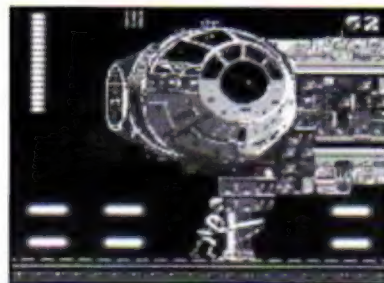
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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ System.



EPISODE IV: A NEW HOPE

It is a period of civil war. Rebel spaceships, striking from a hidden base, have won their first victory against the evil Galactic Empire. During the battle, Rebel spies managed to steal secret plans to the Empire's ultimate weapon, the Death Star, an armored space station with enough power to destroy an entire planet. Pursued by the Empire's sinister agents, Princess Leia races home aboard her starship, custodian of the stolen plans that can save her people and restore freedom to the galaxy. . . .



STARTING UP

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert The Star Wars cartridge in the Game Gear Unit.
3. Turn the power switch ON. In a few moments the Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

HANDLING THIS CARTRIDGE

- This cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

CONTROLS

You can choose one of the three rebels, Luke Skywalker, Han Solo, or Princess Leia to fight against the Empire. You cannot control C-3PO, R2-D2, or Obi Wan Kenobi, but you can use their unique abilities at times. See Player Select screen.



Luke Skywalker, Han Solo, & Princess Leia

Direction Button (D-button)

Press left & right to move and also to move in the air.
Press up to climb up ladders and enter doors & elevators.
Press down to climb down ladders and to crouch.

Button-1

Press to use or select a weapon, select a character, or run.
Press to fire torpedoes (during the trench scene).

Button-2

Press to jump.
Press to fire laser cannons (during the trench scene).

Run: Hold Button 1 while pressing the D-button.

Long Jump: While holding down Button 1, press the D-button, then press Button 2 to jump.

Start Button

Pauses the game when the character is in motion. During any action screen, while standing still, press Start to bring up the Player Select screen. You cannot display the Select screen while moving or in space. To choose your team leader or weapon: use the D-pad to move the cursor and highlight the character or weapon you want. Press Button 1 or 2 to complete your selection and return to the game.

GETTING STARTED

The Title screen appears immediately after the Lucasfilm logo. Press Start to display the Option screen. Press Start again and the opening sequence of Darth Vader's Star Destroyer chasing Princess Leia's Rebel Star Cruiser will begin. Press Button 1 to skip the opening sequence.

Start/Options Screen

The difficulty options are Cadet or Jedi. In the Cadet level the number of enemies are reduced, and your character can fall without damage.

To highlight an option, move the D-Button up/down. To select press Start.



SCREEN LAYOUT

1. Life Meter
2. Remaining Players
3. Character

GAME OVER & CONTINUES

You start the game with 2 lives. You also have 8 *Continues*. Each time a character takes a hit from an enemy, he/she loses some energy from his/her Life Meter. When all energy is depleted, he/she loses one life. When your continues run out the game ends.

SCORING

Your score is based on the percentage of the tasks completed and displayed on the Player Select screen. The score is updated when the objective and level have been successfully completed. It is not necessary to complete every section of the game before you are allowed to move on to the next level. You may even complete the game and destroy the Death Star with less than 100%. However, the lower your score, the harder it will be to successfully complete the game.

Scores are awarded for the completion of the following:

Pick up Faster Blaster:	3%
Pick up Han Solo:	3%
Pick up Lightsaber:	3%
Pick up R2-D2:	3%
Pick up Obi-Wan Kenobi:	5%
Pass Asteroids:	10%
Control Room Hook-Up	3%
Tractor Beam:	10%
Rescue Leia:	5%
Defeat Trash Monster	10%
Survive Falcon Gunner	10%
Survive X-wing:	10%
Complete Trench:	15%
Complete Game w/all:	10%
<hr/>	
Total:	100%

PLAYER SELECT SCREEN

During the side scrolling scenes press Start to bring up the Select screen. Use the D-button to move the cursor and highlight a Team Leader or weapon. Press Button 1 or 2 to

choose your character or weapon and return to the game. The Team Leader can only be selected once they have joined the cause. You cannot choose C-3PO, R2-D2 or Obi Wan Kenobi as a Team Leader, however, by pressing Button 1 or

2 with one of them highlighted, they will either display a message or perform a special task.

C-3PO: Displays a message, his comments often steer you in the right direction. Press Button 1 or 2 to return to the Select screen.

R2-D2: C-3PO interprets his messages. In the control room of the Death Star, he has the ability to tap into the Imperial computer network to display a detailed map of the interior of the Death Star.

Obi-Wan Kenobi: His messages speak the wisdom of a Jedi Knight. By using the Force, he can resurrect Han or Leia up to five times.

ENEMIES

Jawas: Found in the sandcrawler and the city of Mos Eisley. These short, brown-garbed scavengers may not look like much of a threat, but can pack quite a blow. They tend to move quickly back and forth, shooting three blasts from their powerful handgun.

Sandpeople: Found in the purple and brown caves, these fierce Tusken Raiders are extremely dangerous and should not be approached directly. They have a quick and deadly attack. Because of their speed and thick body armor, it is best to find some safe position where they can't reach you and shoot them from afar.

Green Alien (Greedo): Found in the Cantina in Mos Eisley. Greedo, one of Jabba the Hut's henchman may seem a threat but he is nothing more than a nuisance.



Blue Alien: Found in Mos Eisley. These aliens are known for their long range blaster weapons as well as their indestructible outer skin.

Bounty Hunters: Found in Mos Eisley. From the Boba Fett class bounty hunters, they are hard to avoid and even more difficult to destroy, but not impossible!

Stormtroopers: There are three types of Imperial troopers throughout the game. Be careful because they have triple the blasts in one shot.

HINTS & TIPS

Lightsaber: Obi-Wan Kenobi will give it to you if you visit him at his cave.

Millennium Falcon Shields: Found throughout the Tatooine Caves and in the Docking Bay 94. These shields will help you survive the asteroid field you'll encounter once leaving the desert planet.

Extra-Lives: Found in secret locations throughout the galaxy, they give you extra Luke lives only.

If You Can't See It, Shoot It: It's generally a good idea to shoot first and ask questions later. If you find yourself in areas where you can't see that far ahead of you, just constantly shoot your weapon. You have unlimited ammo, so use it!

Leaps O'Faith: There are several spots where your character will have no clear place to run or jump. Since you don't know what's going to be on the other end of your leap, land with your blaster shooting. And be prepared to jump over any bullets, missiles or projectiles as soon as you land.

U.S. Gold, Inc. Limited Warranty

U.S. GOLD, INC. warrants to the original purchaser that this U.S. Gold cartridge is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This U.S. GOLD cartridge is sold "as is" without expressed or implied warranty of any kind, and U.S. GOLD is not liable for any losses or damages of any kind resulting from use of this program. U.S. GOLD agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any U.S. GOLD cartridge, postage paid, with proof of date of purchase, at its Factory Service Center.

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Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

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